Low Beta Turn on Checklist, via JAVA

CDF	D0		What to do	When to do it
		1)	"Compare Parameters", 2 nd section 7 th box.	Low Betas must be OFF
		2)	"Auto Zero", top row left side. This is the new way of doing Clocks & Scalers. When finished a box will appear saying "QPM auto zeroed". Next click on the "Set Tolerances" button to the right of Auto Zero.	Low Betas must be OFF
		3)	HFU Test, top row 4 th box. First check if the HFU's are charged on the "Status Display" page, if not issue a "QPM reset".	Low Betas must be OFF
		4)	Check that there are refrigerator permits. "Status Display", top section 5 th box. Frig permits are "DNS Frig" & "UPS Frig" in middle section.	Low Betas must be OFF
		5)	Plot the references and output currents of the Low Beta circuits	
		6)	Reset and close in Contactors. Second section 3 rd box is the "Reset PS" click on it, select Houses and click on "Reset PS". To close in the contactors, second section 4 th box "Contactor On" click on it, select Houses and click on "Reset Contactor" to close them in.	
		7)	When the references are at or below 150 GeV, send a "QPM Reset" to the Low Betas, second section 1 st box. But first check if the Heaters are charged on the "Status Display" page, if not issue	Sending a QPM reset will turn on the Low Beta power supplies and they will start following their references.
		8)	a QPM reset. Reset extrema, "Reset Vres Extrema", second section 5 th box.	Resetting the extrema, should be done whenever we turn on the low betas, after they are ramping
		9)	Turn on bulk supplies A4, B0, B1 and/or C4, D0, D1. S53 -> tev -> bulk ps	
		10)	Reset the status display, top section top 5 th box, "Status Display".	
		11)	Activate alarms "B0ACCESS" and/or "D0ACCESS".	
		12)	Verify Alarms screen clear.	
		13)	Reset the Tevatron abort.	
		14)	Turn on the Low Beta High Leads, F37 <38>	
		15)	Before accelerating, you will need to get T:E3PUL down to 235, +/- 5 degrees, and T:A4TP3D down to 255 +/- 8 degrees	spb 18 March 201 Version1 1.6

T:A4TP3D down to 255 +/- 8 degrees.